

# AGH Beamer Theme

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⇐ The current value of  
⇐ the left margin size  
⇐ is 43.80011pt

The current value of ⇒  
the right margin size ⇒  
is 43.80011pt⇒

You can change them with the 'margins' parameter —  
`\usetheme[margins=...]{AGH}`

# Part I

## Examples



## 1 Basic elements



- 1 Basic elements
- 2 Mathematics



- 1 Basic elements
- 2 Mathematics
- 3 Computer Science

# Itemize



- Item 1
- Item 2
- Item 3

# Itemize



- Item 1
- Item 2
- Item 3

## Uncovering one by one

- Item 1



# Itemize



- Item 1
- Item 2
- Item 3

## Uncovering one by one

- Item 1
- Item 2

# Itemize



- Item 1
- Item 2
- Item 3

## Uncovering one by one

- Item 1
- Item 2
- Item 3

# Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

# Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with  
simultaneous highlighting

① Item 1

# Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with simultaneous highlighting

- ① Item 1
- ② Item 2

# Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with simultaneous highlighting

- ① Item 1
- ② Item 2
- ③ Item 3

# Basic blocks



## Definition

A **set** consists of elements.

## Example

The set  $\{1, 2, 3, 5\}$  has four elements.

## Wrong Theorem

$1 = 2$ .

# Math environments



## Theorems

Theorem (Pythagorean)

$$a^2 + b^2 = c^2$$

...

Definition

...

## Proofs

Proof.

...





# Dynamic mathematical formula



$$\binom{n}{k} =$$

# Dynamic mathematical formula



$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

# Using the 'listings' environment



```
1 /* The first program in C++ */
```

# Using the 'listings' environment



```
1  /* The first  program in C++ */  
   #include <iostream>
```

# Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>  
3  using namespace std;
```

# Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>  
3  using namespace std;  
   void main()  
5  {  
  
7  }
```

# Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>  
3  using namespace std;  
   void main()  
5  {  
       cout  
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```

# Using the 'listings' environment



```
1  /* The first program in C++ */
   #include <iostream>
3  using namespace std;
   void main()
5  {
      cout << " Hello World!"
7  }
```



# Using the 'listings' environment



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   #include <iostream>  
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# Using the 'minted' environment



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# Using the 'minted' environment



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# Using the 'minted' environment



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```



## Part II

# Appendix



The current version of the template is available at  
<https://github.com/polaksta/beamer-AGH>



## Wikibooks

L<sup>A</sup>T<sub>E</sub>X/Source Code Listings

[https://en.wikibooks.org/wiki/LaTeX/Source\\_Code\\_Listings](https://en.wikibooks.org/wiki/LaTeX/Source_Code_Listings)



## Till Tantau, Joseph Wright, Vedran Miletic

The beamer class

<http://mirror.ctan.org/macros/latex/contrib/beamer/doc/beameruserguide.pdf>



## Leslie Lamport

L<sup>A</sup>T<sub>E</sub>X: a document preparation system : user's guide and reference manual

Addison-Wesley Pub. Co., 1994

# Bibliography II



Author

Title of the article

Editor, year

Notes



Author

Title of the article

Editor, year

Notes

[6]

Author

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# Bibliography III



[Polak98] Author  
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